

MULLEN ISSUE #1
42 Gemules

THE DANSTEAD TRAVELLER



IN THIS MONTH'S ISSUE

**WILD & WONDERFUL:
KITHAQ, SILLIPUS**

**PART ONE OF A TWO- PART ENLIGHTENING EXPOSÉ:
EXPEDITION! TRAVEL THE WILDS IN STYLE**

A STARTLING SECOND LOOK AT CROID

The only monthly periodical dedicated to better travel for business or pleasure
throughout Jorune



WILD & WONDERFUL: KITHAQ, SILLIPUS

Note: To those of Burdothian origin seeking Drennship, I would advise careful consideration before undertaking any travel arrangements to Sillipus. The two nations do not enjoy normalized diplomatic relations and unsanctioned travel to Sillipus can severely jeopardize your eligibility for Drennship. Be sure to consult with the Ardothian Office of the Chell to secure the proper permits and exit visas.

To all fellow travelers of Jorune, hail and welcome! In this issue of the *Danstead Traveler* come along with me, your humble guide, Winston Humbert III to the mysterious and forbidding Island Realm of Sillipus. Meet daring Ramian Gyre, shop the treasure trove of artifacts in the small port city of Kithaq, go into some of the most pristine wild lands on Jorune.

Sillipus has long held a reputation for harboring all kinds of pirates, most notably, the Ramian. The slave trade, while outlawed in most civilized nations continues here unabated and a trip to the slave pits isn't for the faint of heart. While most on Sillipus enjoy only moderate means, comforts for the well-appointed traveler are readily available. The shrouded and sometimes blemished history of Sillipus combined with the availability of a well-appointed inclep stocked with all the pleasures your heart could desire tantalizes the truly seasoned Jorune traveler.

How to get there:

From Ardoth: you may take the Dharmac human seafaring ship from the main docks. Inquire for availability of passage at the Harbor Master. Tickets usually cost around 200 gemlinks, one way. All races accepted, departure times are available roughly every 4 weeks. The complete round of travel will land you in Essanja for a brief two day stay, continuing on to Kithaq. Total travel time, about two weeks.

From Ardoth: You may also consider the Shelt's Pride, a mixed crew of Human and Woffen. The passage rate is about the same, and the departure times are off cycle of the Dharmac, allowing open seafaring passage once every two weeks. Woffen travelers are made exceedingly comfortable, although all races are welcome. The vessel is deep hulled and can offer dreyage of your favorite horse or thombo, additional charges may apply, please inquire.

From Ardoth: The fastest means of seafaring travel will be a Salu ship. These ships are swift as the wind and usually twice as damp as any other vessel. The exception to this rule, the Geshan, owned by Roewah, a woffen of some means from Anasan, offers absolutely luxurious accommodations. For the 300 gemlink ticket price, you can easily expect to eat the finest in delicate foods, experience the Seas as you have never seen them, and arrive feeling refreshed and invigorated. A ship's doctor and vastly experienced crew allows you to relax and enjoy your journey. An invitation to the Captain's table to dine is an unforgettable experience and not to be missed!

From Burdoth: Easily the fastest means of ship travel is the Jaspian Crystal Ship. The decadently appointed Euro Moon will pick up passengers upon request in Miedrinth. Although passage from Burdoth to Sillipus is made only via special arrangement, the Sky Harbor offices are professional and special chartered arrangements are always welcome. If you have never experienced Crystal Ship travel, be sure not to let this opportunity pass you by. As you glide along through the clouds, guided by an expert captain and very competent Caji Trimsman, your troubles seem to melt away. The journey will end far too soon, arriving in Kithaq or Sallay in a record 2 days. Everyone who is anyone will travel by Crystal Ship and some of my finest acquaintances have been met among the clouds.

Other arrangements can, of course, be made at some Shanthic temples, most notably the Sho- Ecta in South Ardoth, where one can barter with the well-mannered Ca-Tra Shantha for the location of a warp in the



Eastern Sobayid (Somewhere near the farming village of Quesfel). This warp will land you in the beautiful Cliff Forests of Sillipus, a mere stone's throw from Sallay and Kithaq. Please note that Warp travel is not for the feint of heart or spirit and travel accommodations are more often than not non-existent on the far end. It is always wise to enter into warp travel warily and well armed.

Forewarned is forearmed. A note on Sillipian culture:

To first time Sillipian visitors, a few warning notes are to be conveyed on the local culture and laws. The town of Kithaq is a town of mixed races without tolerance for racial bias. Merchants here range from the typical Thivin shops to the oddity of a Ramian cartographer and a Cleash outfitter. It is wise to be on your best behavior in any shop to avoid unnecessary mercantile or legal difficulties. Speaking less than two languages is a hindrance here, and translation services are difficult to come by. If you require a translator, it is advisable to put one in your employ before embarking on your journey. Languages frequently heard in the streets include: Ramian, Woffen, Thivin, Entren and a smattering of Bronth. Maudra interaction should be practiced prior to your stay to facilitate smoothing over any unforeseen legal difficulties.

Once a pirate stronghold, Kithaq has become a thriving marketplace. Many travel here to locate hard to find objects of art and Earth Tec. Although the legality of how the merchants acquire their goods may be in question, it is never wise to point this out. Having recently emerged from warlord border disputes, the economy, while mildly depressed, is poised to become one of the major market places on Jorune.

Law and Order are strictly enforced by a variety of local warlords. The Blue Legion Caji, led by Nebbon enforces peace and quiet on the streets of Kithaq. The Caji Legion are easily distinguished by their blue robes as well as by the wide berth most locals give them in crowded shopping areas. Using mainly non-lethal, but very effective dysha, the peace is strictly kept, and the streets are clean and easily shopped. The "Old Town" section had a serious problem with pickpockets, which under Nebbon's leadership has all but disappeared in recent months.

As in any town, theft is not tolerated. However, in Kithaq the penalty is the most severe this traveler has ever seen. The offending person or persons are rounded up and tied to a post on the docks. A mask bearing a grotesque countenance is placed on the offender, during which time, I am told by the locals, Tunnel worms present in the wooden mask bore through the offender's brain. Skulls bearing the tell-tale holes can be seen, cleaned and polished; on display at various places around town as a warning to would-be pilferers.

Where to stay:

Upon arriving in Kithaq by sea bound vessel the first inclep you are likely to come across is found only a block from the docks. Klebbick's Launch is frequented by many a sailor passing through Kithaq. The illidge below is loud and raucous, service is poor and rusper puddles are common on the floors. All races are accepted to the inclep above, although a good night's sleep is never guaranteed due to the noise levels from the illidge below and a horrid infestation of fak in the bedding. Rooms are cheap, a mere 10 gemules. No food is served. The rooms have rickety wooden doors with often unfunctioning locks. The rowdy regulars have been known to stagger upstairs after a night in the illidge, bursting in numerous rooms looking for his own belongings. If value is your goal, this may be just what you're looking for.

More discerning travelers may choose to head north from the docks into the Old Town section of Kithaq. A thombo cart or chair can be hailed for a few gemules at the docks. Although the Old Town area was recently all but leveled during the protracted warlord skirmish, it is being handsomely rebuilt with an eye to the heritage this quarter represents. Out of the four incleps in this section of town, I had a chance to visit two. The first inclep I would recommend would be Shenter Shines. Run by an aging Woffen maid, Lupina Graarg, the beds are clean and free of parasites. Woffen guests will enjoy the varied burrows under the main floor illidge. Every third night, the illidge is enchantingly entertained by a Woffen trio who play upbeat music on Whosins and Jampers. Although this is not the most luxurious accommodation in Kithaq, the music is a must hear by any traveler looking for a good time howl along. The rusper is clear and warm,



the tankards are clean and the bar itself, though plain, veritably sparkles. A night's stay can run you 25 gemules, and a free mug of the local rusper is included.

The second Old Town inleap far outshined any I had seen thus far. Jeors inleap may be pricey at 1 gemlink a night, but the reception alone is well worth the price. If you travel by hired cart or chair from the docks two young Maudra footmen, in their signature brown jerkins will unload your burdens and guide you inside. The inleap consists of only six rooms, which are frequently booked, and reservations are encouraged. Upon signing the register, you may note the signatures of wealthy and powerful residents of many realms. After being settled in, you are offered a hot bath, complete with a relaxing fizzing powder and fluffy drying linens. A small ornate cask of excellent scolian rusper is situated in one corner of each room and refilled daily. The beds are real cotton mattresses, covered in finely woven cushendell silk, promising nights of blissful slumber. The inleap does have a common room, more reminiscent of a large living area than an illidge. Drinks are poured out of sight and brought in on polished obsidian trays. Food from Joers' chef is always a treat, and meals can be added to your stay for 50 additional gemules a day. Most guests prefer to dine ensuite, although some take them by the cavernous fireplace in the common room. This Maudra-run establishment also provides special services for the comfort of its guests, including guides, a limited translation service, transportation arrangements throughout the city and reservations to some of the finest eating establishments in town. Guests are encouraged to inquire about the complete line of concierge services at the front desk.

Shopping: Avoiding the Dicey and the Pricey

While most travelers to Sillipus will be delighted to find the wide availability of Earth Tec on the open markets in Kithaq, those of the Burdothian persuasion would be best off to leave the Earth Tec for others. Earth Tec will be summarily confiscated from all but Drenn in the ports upon returning to Ardoth or Miedrinth; a very costly mistake that is easily avoidable.

For those of the non-Burdothian persuasion, Earth Tec is readily found here. Although easily spotted in most stalls in the market itself, your best bet will be to visit a specialty shop. The two largest dealers have shops in the Market Quarter. If you are searching for non-powered or life enhancing machinery only, try shopping at Lohma's. Lohma's is named after the human owner, Lohma Trenn. She is most accommodating in matching your needs to her goods and her staff is friendly, knowledgeable and helpful. She also offers the recharging of all types of energy cells. Some good deals can be found here, her prices are reasonable and large purchases can sometimes lead to bargaining. In addition to Earth Tec she also offers a supply of expedition wares. I have found her extremely helpful in the identification of Earth Tec and instructions on its operation and power consumption. In an effort to support the good mercantile morals this shop represents, I frequent this shop often.

Dharen's is another shop specializing in Earth Tec. In addition, they do carry all manner of outfitting supplies and are frequently jammed with customers. I have found the service at Dharen's to be rather mercenary, charging for better service, such as identification and training with Earth Tec. It is common to wait twenty minutes or more for customer service, although if you can't find it anywhere else, Dharen's is likely to have some or know where it can be found. Dharen makes no secret that his prices for Earth Tec are fixed, and although exorbitant, he still does a brisk business. If all else fails, I do visit Dharen's, but I am finding my visits less frequent these days as I find other sources on the local economy for everything but Earth Tec. Most assuredly, though, if you want a blaster or similar, Dharen's is the place to go.

Most stalls in the market place have a limited supply of goods, and if large orders of preserved foods are needed, for example, expect to wait for delivery anywhere from a week to a month and sometimes more. Be advised ahead of time and bring enough gemules to cover that waiting period.

Some shops of note in Kithaq:

The Ramian Cartographer. In a dilapidated wooden building in one corner of the Market Quarter swings a small placard quietly advertising the goods within both in Ramian and Entren. Although the Ramian inside speaks about 10 words of Entren, he would gladly enter into a deal for any of the maps he has on file. He



also buys maps. If your Ramian interaction is not up to snuff, it might be prudent to hire short term help. Most of his maps deal with Sillipus and the surrounding waters. Most are sea charts. Although difficult to tell by the typically stern Ramian countenance, he is eager to please and his maps are quite affordable. Detailed maps of the interior of Sillipus are rare, but some of the coastline maps may help an expedition. He also carries a Ramian cartographer's kit that I can say is truly first rate.

The Cleash Outfitter. If you have never had the opportunity to do business with a Cleash merchant and are absolutely sure you want to proceed, a visit to the Cleash Outfitter is in order. A visit to the well-kept building will bring you to the rear of a long queue and eventually into a large shop literally crawling with Scarmis. Customers are allowed in one at a time. A large pyramid of Scarmis usually awaits the visiting customer immediately in front of the counter. A large 9 foot tall Cleash stands behind the counter. If it is determined you do not speak Cleash, the Scarmis scuttle down from their pyramidal shape to reveal a chained human. The human speaks Cleash, Entren and Scarmis with equal fluency, although he truly is quite mad, thinking himself a Scarmis. Items that can be bought here include Throw Explode Juniors, Smoke, Sleep and all other common Cleash Capsules. The perfect wedding gift of a Cleash Crystal can be had here as well, and all at fairly competitive prices. For a few gemlinks, the Cleash can be pressed upon to answer a few innocent questions about his race, although he will steadily avoid answering anything insulting, promptly having the Scarmis wet the offending customer down with their foul-smelling spray.

A single renowned Thivin weapon smith is a must see for anyone in the market for fine Thivin Weapons. Thivin have always been highly regarded for their fine weaponry, but in the small town of Kithaq, a particular Thivin family has taken the idea of fine weapons yet one step further and invented a brand new class of weapons altogether. The Thivin "Slam Stick" can be purchased in one of many varieties, from the single shot "pistol" type, to a large double barreled "shotgun" type. The simply amazing weapons are a cross between a ballistic weapon that hurtles a small object or objects, such as crystal bee-bees at its target; and a dysha-like force that propels it. To my knowledge this is the only place on Jorune to date that I have found such an extraordinary weapon. Not only will they help you select the proper weapon, but they also offer private training at reasonable rates. To those of you from Burdoth, this should be of particular interest as these are hard hitting weapons you can carry on the streets of Ardoth. If you are not in the market for a new weapon, a visit to the friendly shop for a demonstration would certainly be in order solely for the entertainment factor. This Thivin family has finally come up with a good alternative to the scarce Earth Tec weaponry. These weapons are not inexpensive, but when comparing prices with Earth Tec weapons, these are certainly a bargain. I highly recommend both the product and the shop.

If you are horrified by the slave trade, you are in good company. I was sickened to find that slavers had taken such sentient beings as Thriddle into the stocks. The trade being too well entrenched and too well guarded for myself or my companions to do anything, my heart bled for the Thriddle and I worked with the Maudra leader Nebbon to secure his release into our custody. Ben Ho Trid explained that he had been caught by slavers while in Heridoth. This appalling practice is outlawed in a good part of the known world, and although it is my sincere hope it shall be outlawed one day on Sillipus as well, I do feel a duty to describe the accommodations of the slaves and the availability of certain races. Humans, Muadra, Boccord, Corastin, Woffen, Bronth, Thriddle, Trarch, and Croid are only a few of the races you may come across at any given time. Not only were there Ramian slavemasters, but also a smattering of Bronth guards who did not in the least seem to be ashamed about their involvement. The slave auctions open everyday at 2 o'clock, with an inspection period in the pens 2 hours prior. Any slave offered for sale may be had at the auction, and prices are steep. An average Croid went for just over two gems. Although, to my surprise I found that the Croid was not only large, strong and in good health, but he was also sentient. To those who pen these noble creatures in Ardoth outside the city alongside the beasts, I openly say for shame.

Where to Eat:

Dining in Kithaq is a wonderful mixture of cultures, sights and smells as well as delightful to the palate. Here you can find anything from the cheapest street vended brits to the finest durlig money can buy. All manner of cultures are represented in Kithaq, the only shortage being in Bronth cuisine. The finest ruspers and distillates as well as traditionally rare Earth coffee and tea are available to parch the thirst and renew the traveler. Thivin food is traditionally hot and fast, without being fancy or complicated. A typical thivin



meal is eaten in the Market Quarter at a stool pulled up to a wooden stall. Four hot brits and pint of rusper go for 5 gemules, and although greasy, settle quite well into the gullet. Human cuisine influenced by Burdoth, Heridith, Jasp and even Thantier can be found here, most at reasonable prices. With such delicacies as imported spices from Burdoth and the East Trinnu Jungle lands, dishes can vary widely from a creamy and subtle creamed durlig soup to the intoxicating spicy heat of grilled tarro jumping strips (supposedly named because once you take a bite of this traditional Thantierian delight, you'll be jumping up and down for Rusper to cool your mouth. Notably, I only laughed until I'd tried it!)

Kres's Brits is highly recommended for its fast service and generous portions. Situated on the edge of the open stall market, the five Thivin family literally climb frantically over one another filling orders as fast as they're given. Although there is always a short line, you'll find watching this Thivin family in action easily outstrips the short wait. Customers come from all walks of life, and a Drenn from Ardoth I found in line heartily endorsed the food "They're just the best brits I've ever tasted, inside Ardoth or out." At closing time I had an opportunity to speak with the owner, Kres and asked him what his secret was. "High quality ingredients, cooked fresh to order, with our own touch of something special" was all he'd say. Despite his well-guarded family recipe, I'll sure be back for lunch tomorrow; wild thombo couldn't keep me away!

For those looking for a walk on the wild side of cuisine, I'd recommend going to Darwin Tanketta's Colonial Cuisine. This quiet upscale restaurant is tiny by comparative standards, seating only twenty people. To enjoy the recorded Earth music and white linen tablecloths with real wax candles, reservations are not only recommended, they are required. One night a week, Darwin's opens its doors to Kithaq's elite, who pay 2 gems each for the privilege. Human, Maudra and Boccord only need apply, not because of any racial preferences, but rather, they are unable to find suitable ways to adapt the genuine Colony tableware to accommodate other races. Upon entering and being seated, you are handed a menu in Entren, with a forward written by the world renowned Field Iscin, Darwin Tanketta. In this welcome he informs the diner how he has hand selected all of the food they are about to partake of and how he has tried to make the recipes as genuine as possible. He invites you to sample some of the exotic dishes the very first Earth ancestors would have eaten on Jorune. The mainstay of the exotic menu is a "sandwich" made from two slices of an earth grain bread of "wheat" enclosing a hot filling of a creamy, melted substance called "cheese". It is said to include something called butter, which I was unable to locate. The texture was at once crispy and smooth, a nice combination, and yet the flavor was strange to this traveler's taste, both delicate and unassuming. This was followed by a bowl of porridge called "corn chowder". Stirred in through the thickened white sauce were small pieces of a golden plant. The taste was good, especially when the waitress came and offered sea salt and something called pepper, a black flaky spice they stirred into the porridge. A slice of a colony sweet called a "cherry pie" followed. It was devastatingly sweet, but the service of this course offered a hot bitter drink of a black liquid called coffee as the perfect foil for the sweetness. I was told by a polite server that next month they would be having a cold desert called "peach ice cream", and I could hardly wait to try it. It was heavenly. All in all, for two gems, it was not a large amount of food, and yet, each of those who had dined that night left reflecting about how colony life might have truly been. We all shared the most intimate experience with the colonists that we possibly could have, we broke bread with them. Well worth it, if only for the stories to tell your children.

Local Attractions:

Any Caji who seeks dysha training will eventually find themselves at Nebbon's School. Training in all of the Shal dysha and unweaving skills are available for a slightly inflated fee. If you're light on pocket change, you can still enter the training, but there is a catch: immediately upon completion you must enter into a year of service to Nebbon in return. Unweaving classes should be taken at your own risk; I've been told that the sessions often result in injury ranging from mild to severe. Still, for the risk to your wallet and your health, teachers of the Shal dysha are rare. The training is intense but sincere and daily training sessions include independent kerning bay time both before and after the session. Meals and accommodation are provided for boarding students. Room and board are available for an additional fee on a first come, first served basis.

Within a two day journey is the huge lerrin and land holdings belonging to Sardon D'Obreth. Most of the crops grown here are Terran in origin and are tended by a small army of Iscin scientists and laborers.



Sardon D'Obreth is understandably protective of his land and priceless earth holdings (which are the largest collection I have ever seen). A tour of the lerrin would prove most educational and enlightening, especially to Iscins. Earth plants and beasts of all shape and form seem to thrive in this valley, and D'Obreth has kindly arranged for small guided tours of his facilities. Due to the tight schedules involved in such a huge undertaking, inquiring on the availability of tours before arrival would be best. If you are fortunate enough to tour the facilities, you may see a herd of horses, different types of cows and even a camel and a goat! A sure treat, not to be missed for the entire family. Be sure to wave at the Croid tending the cows, he is a close friend of mine.

A note about the wilds of Sillipus:

The wilds of Sillipus are not to be entered into unprepared, along with the usual plethora of annoying tarro and scragger, one may find a particularly dangerous plant: the entropy vine. Although I am not an expert on Isho, I have been informed that entropy vines will try to forcibly take all the Isho from it's victim, rendering him completely unconscious. Our Caji didn't seem to have any problem dealing with them, but caution should be advised. One may also encounter a "spinner tarro". Usually found in groups of three or more, these spinner tarro are unique in the fact that they can weave the Spin dysha when working cooperatively. Though not terribly dangerous, they are annoying and seem to happen along at the worst possible times. Duradon are known to inhabit the cliff forests, living in the tops of the glispeen trees. We have chanced across a mandare as well as a healthy gourmand population and the occasional scraid or two, so traveler, beware!

In addition to the less sentient creatures, Cleash, Ramian, Croid and Shantha inhabit the island as well. You would be well advised not to stray far into the interior of the island. To do so would risk discovery by a Ramian hunting party. The south-western part of the Island is said to be inhabited by the Cleash, and although I have no first-hand information to give you, I would urge you not to take such warnings lightly. Shanthic ruins are rumored to reside in the cliff forests. Functioning Shanthic enclaves can be found in the interior. The Shantha, in my opinion are only as dangerous as your motives make them, but to the non-shanthic speaker, caution is advised. There are, of course, rumours of large Earth Tec caches in the wilds. This was something, despite repeated searching, I am unable to substantiate.

In Summary:

I can honestly say I have had quite a wonderful time on Sillipus and look forward to returning to a summer home I have established there. I would highly recommend the trip for buyers in goods or wares, as well as the seasoned traveler looking for a taste of something "different". With travel prices as affordable as they've been in many years, perhaps this year you'll give yourself that dream vacation and be swept away to wild, wonderful Sillipus.

I'm Winston Humbert, III signing off for now, hoping to find you in my Danstead Travels. ✂



EXPEDITION!

PART ONE:

TRAVELING THE WILDS IN STYLE

We've all seen them. They straggle into our cities out of the wilds on every corner of Jorune. Call them what you like: Jers, mountain men, adventurers or even guides. The first thing that catches your attention is his lack of attention to detail in his appearance: disheveled and dusty or muddy, smelling slightly perhaps of smoke. Then he takes a step closer and his "personal" fragrance from lack of hygiene attacks your olfactory senses. These are your typical wilds-travelers, and frankly, traveler though I am, I want nothing to do with them.

While traveling in the wilds of Jorune poses unique challenges to more refined individuals, this series of articles will attempt to demonstrate how not only to go into the wilds and survive to tell about it, but how to do it in style. At home you eat on china and sip from crystal goblets with real metal cutlery, why should that change simply because you are in the outback? I'll give you some tips and pointers as well as a detailed shopping list for making your next expedition as comfortable as staying at home.

The first thing to consider is the level of services required. There will be three classes of individuals traveling at the same time: yourself and your immediate family and guests, your hired aides and your hired labor. These classes must be taken into account while shopping for your needed supplies. After all, your cook wouldn't be allowed to sleep in the canopied guest room at home, would he? Of course, being of good breeding, you would never stoop to sleep on the ground, eat reconstituted Durlig powder, or, (Tra forbid!) do without your silken sheets! So, as you can see, traveling in style requires proper prior planning for your comfort and the comfort of those who serve you. This paramount and daunting responsibility rests solely on the shoulders of the well-bred.

First, let us take into account the specialists you may require while in the wilds, and what station they are accustomed to holding in society. The following list is just a basic guide for travel, and the linguistics and scientific requirements should be adjusted according to your final destination.

Iscin, Field, or someone highly versed in the local flora and fauna of the area into which you are traveling. While a guide might do, a true Klade Iscin can not only perform most identification tasks, but may also be versed in Earth Tec (in case your weapon breaks), Bio Tec (in the case of bringing recos) or even medicine. (Although the prospect of bleeding is quite distasteful, it does on occasion happen, and it is far better to be prepared). Hiring an Iscin, depending upon availability can range from 1 gemlink a day to 2 gemlinks a day. This learned scholar will certainly be one of your most valued aides.

Iscin, Medical. Terribly distasteful to mention it, I know, but the wilds are dangerous and upon occasion having a medical specialist at your disposal might save your own life or the life of someone dear. In a pinch, he can also tend your help, but don't forget to dock their wages accordingly for medical treatment rendered. There are instances where even a surgeon cannot help, in that case, it will be his duty to inform you tastefully and without shock, "He's dead, Mr. Humbert, sir." It may not seem like much, but it is far less shocking to the well-bred nerves than having the laborers screaming and carrying on. Surgeons and Medical Iscin require a good salary and benefits, and a suitable place of honor at the table.

Guide, local. It is highly recommended to hire a local guide who is well versed in the lay of the land and specific local creatures and plants. They can generally lead you to an area your desired prey frequent or can show you the easiest path to cross treacherous terrain. If you are a big game hunter, such as myself, it might be wise to pay a little more and employ a guide who has a side-line in pre-taxidermy or taxidermy. I would not rely on this guide to take you to crystal fields, as the best ones are closely guarded secrets, and you may



well wind up on a two- week wild tarro chase. Guides are generally used to “roughing it”; don’t be surprised if they refuse your hospitality of a better sleeping or eating arrangement.

Caji. There have been times when I had hired a Caji and had absolutely no use for them. But there have also been times when I had not hired one and was severely pressed to get out of certain situations without one. Err on the side of caution and bring a highly trained Caji. A few defensive and offensive dyssha can sometimes mean the difference between life and death. A Caji often brings a myriad of other skills dealing with Isho at varying levels, and he is a wise investment. Caji rates vary too widely to quote accurately here, but don’t be afraid to ask for a demonstration of his weaving capability, or a list of references. Any Caji who can open a warp will always double his rates, and should be sought after if gems are not an issue.

Linguist. I cannot stress enough how important a linguist can be. I like to find a linguist who is fluent in at least two languages that I don’t speak at all and who is accustomed to dealing with the races with a reasonable level of proficiency. Some linguists offer proficiency in languages such as Shanthic, Ramian and Cleash. Know the area where you are traveling and purchase the services of a linguist with proficiency in as many of the local languages as possible. Linguists can come from all walks of life, but to encourage the proliferation of the career choice, I always treat them as a respected aide. Reading and writing two languages is also a must, so ensure you check his references. Professional linguists can be hired in many larger cities as well as at the Mountain Crown. Sending off for the right help might seem extravagant, until you absolutely have to communicate, then my friends, it is not a luxury, it is a necessity. For a little more money, a linguist can double as your scribe, chronicling your entire expedition for later generations, and that my friends, is a bargain in and of itself!

Hired Guards. Although I wouldn’t technically give them the title of “Aide” per se, I have found that the better they are treated, the better they perform. An additional wage bonus for an “accident free” journey is usually a good enough incentive. I usually bring two ex-Burdothian military or similar along with me, and I find they perform rather well. I have yet to find the creature that necessitates the huge expenditure of energy weapons, and prefer to hire excellent swordsman and longbow men. It certainly does add to the “hunting” feel. Those military chaps, being used to discipline and a well-organized camp, work out very nicely.

The lesser laborers that I find necessary to the comfort and smooth operation of a good expedition should all be put under your employ, without hesitation. Although their breeding is of questionable origin, it is still advisable to be a firm but fair master and provide them the comforts they are most accustomed to while in the wilds.

Beaster. I never travel without beasts of burden, and the upkeep and feeding is best left to someone who can not only care for them, but handle them as well. A typical beaster is quite inexpensive and can be invaluable when your errant Bochigon is refusing his Kayedi flowers for the fourth time that day. The beaster can come in handy when tracking adversaries or even setting up camp, by preparing a make-shift stockade or restraint device so the poor buggers don’t wander off to be eaten while you are sleeping. There is nothing quite as bothersome as waking to find all of your beasts half eaten and you have to walk back out of the rough. Due to his frequently sour smell from dealing with the animals it is wise to set his tent some distance from your own and preferably down wind.

Manservant. I never travel without my manservant, Dithers. Dithers is rather young for his position inside my household, but has absolutely excelled not only at carrying my weapons and setting my tent to rights, but in setting a stunning table and producing the most sumptuous of delicacies from dehydrated better quality rations. A good manservant will always have a skill at keeping his master entertained and his boots polished. In addition, loyalty is a primary concern when bringing along a manservant, as my young servant has stepped between myself and certain death on several occasions to wield his fury with a red hot fry pan dripping grease. Good show!

Cook. Never can enough good be said of the efficient, professional cook. An extraordinary cook can transform bad days into a feast for the senses with sumptuous smells and culinary indulgences at the evening table. I prefer my cook to do the shopping for suitable rations for the expedition, and a good cook



will always know the right amount of each food and spice to bring for any amount of people to keep them happily and decadently full. Never give them cash, of course. Have the bill sent to your home for perusal and payment.

Laborers. It is a wise idea to employ one or two strong backs to assist you in setting up camp under your manservant's direction, dig the proper hygienic holes, pack the readily exploding odd crystal artifact or for you to volunteer as bait while you shoot at the charging Corondon. Laborers generally come from a rough lot in life and don't typically require much in the way of pay or comforts. A few gemule bonus for particularly dangerous work will ingratiate them to you and cause them to drop other work to join you.

Specialists may fall into either category, although payment can determine how they should be treated, so should breeding. It is no use to pay a small fortune for an Earth Tec Iscin only to find he has boorish table manners. References are a must for these specialists to help you determine how well to lodge and board them. Drenn in your employ expect to be treated as one of the betters in your expedition, it is best to find out if he truly is before you set upon a long journey; slanderous talk of low wages and improper table manners does neither side any justice.

Your average expedition force will then be twelve, plus yourself and any immediate family or suitable friends with whom you wish to pass the journey. For yourself and your family or guests the following accommodations will be required anytime you are to sleep under the stars, as it were:

- 1- 3 roomed tent each, 1 room for sleeping, another for dressing and a third for bathing.
- 2- 1bathing tub per four people, with adequate linens, polished mirror for shaving and scented soap.
- 3- 1 wooden framed cot each with a 2" cotton mattress and matching Cushendell silk safari linens
- 4- Cushendell loose weave mosquito netting, with suspension device
- 5- Several cotton pillows with coordinating safari themed covers
- 6- 2 lanterns each plus oil enough to last the journey.
- 7- 2 small rugs each, one for the bedding area and one for the bathing area
- 8- 1 travel table (for the entryway into your tent, it can double as your study away from home)
- 9- 1 portable bar of appropriate size filled, of course, with the appropriate indulgences
- 10- 1 case of 36 earth tobacco cigars, complete with crystal matches
- 11- 1 carved obsidian tea service for eight in case you happen along company.
- 12- 1 large folding table with seating for eight complete with folding chairs.
- 13- A large enough open air pavilion and rug to comfortably set the table
- 14- 50 gallons of water each per day, unless the local water is potable.
- 15- A small hip flask with belt clip, these make great parting gifts as a reminder of your journey.
- 16- Comfortable seating arrangements on the beast of burden of your choice, remember the sun shade!
- 17- A comfortable field blind or two, for watching the action during afternoon tea.

For roughing around the wilds yourself I would suggest the following in addition the above:

- 1- A large weapon of choice with plenty of charges, shot, arrows or the like. I prefer a double barreled crystal Thivin Slam Stick.
- 2- A portable large umbrella for your manservant to hold over you. Helps to fend off both sun and rain.
- 3- A thombo crop or similar --or--
- 4- A large walking stick
- 5- A mid sized knife (metal bladed, of course, with belt sheath)
- 6- Twenty feet of 1/2" rope
- 7- A single ground stake
- 8- An emergency cigar in a waterproof tube, just in case.
- 9- Dry socks
- 10- Thriddle waste paper, for those private sanitary moments
- 11- 1 Cleash throw explode junior (in case of emergency only)
- 12- crystal matches (to light your cigar)
- 13- an ivory comb (you never can be too well groomed)
- 14- canteen of the finest imported scolian rusper



- 15- rare paste to keep away those pesky mosquitoes.
- 16- A spare handkerchief. (for those unidentified allergies)
- 17- Small pad of paper and a pencil for jotting down the striking scenery

For your Aides, I would recommend the following general expedition accouterment

- 1- A single large undivided tent with adequate ventilation and double flap opening.
- 2- A wooden cot a piece
- 3- A single lantern each with an adequate supply of oil
- 4- A simple better quality blanket each
- 5- A single large rug for the center of the tent (need not be gauthi)
- 6- A wooden folding bedside table each 2X2'
- 7- A single bathing tub with linens
- 8- Cushendell mosquito net each

Most of your Aides will bring along their own equipment according to their specialties, this should be expected of professionals. You should never be expected to provide weapons, armor, or specialty gear for your hired help. It improves their sense of importance if they are left to provide their own professional supplies. However, during an expedition, one can never be too prepared and the following emergency box, though optional, could come in handy:

In a wooden crate 3'x5' pack the following:

- 1- 4 cloth sacks, 2 large and 2 medium
- 2- 50' of 1/2" rope (unless you have a Croid or Corastin along, then bring 1")
- 3- 6 empty water skins
- 4- A shovel
- 5- A pick
- 6- 6 treated torches
- 7- emergency needled desti matches (50)
- 8- 2 warp capable white crystals
- 9- 20 doses of hile (on the off chance you must forage for food)
- 10- a single body sized tarp (can be used to cover a corpse so you don't have to look at it, or to make a litter so the injured don't slow your progress)
- 11- a hatchet
- 12- a hammer and chisel
- 13- 6 doses of Arrigish healing limilate
- 14- a double thickness cloth collapsing bucket with rope handle
- 15- an extra week's supply of Thriddle sanitary paper
- 16- 4 extra place settings for the table
- 17- Two large sheets of paper and a charcoal stick for taking rubbings at important archeological finds.

For your servants it is best to keep them set apart from your aides, as it adds to everyone's morale. The servants' tent (should you choose to provide one) is usually situated near the beasts. The presence of large beasts generally comforts the uneducated and makes them feel safer. You need not dispel the superstitious belief that thombos will throw a lightening blast dysha at the charging pack of scragger. Such small myths comfort the masses and make their sorry lot in life more bearable. The needs for each servant are very minimal, as you will see in the list below:

- 1- A single tent, perhaps a used one with holes, of course this is optional
- 2- A single bedroll each, no blanket required
- 3- A single lantern for the lot of them
- 4- If you are feeling particularly generous, you may bestow a short supply of Thriddle sanitary paper on them. Although, it must be said they have proven to be quite resourceful without it. I find that providing a short supply usually ends in an amusing though distasteful argument between two servants



over who has the most dire need for the last of it. If genteel ladies are to be present, it is best left off the list.

The final thought to your comfort should come with attention to your table. Not only will you be entertaining guests everyday by dining with your aides, but you should endeavor to make each meal sparkle with the smallest touches to relax yourself and your family and guests. Well-bred individuals know that it is the great skill of attention to detail which sets us a cut above the masses, and will take every effort to maintain that standard. Your cook will undoubtedly have purchased the food, wine and rusper, and packed along whatever professional culinary gear to produce pleasures from his kitchen. Your job, therefore is to lay the table in splendor and by following this short list, you can not only dine in comfort but awe and impress your guests and Aides. Be sure to hand this checklist to your manservant before embarking:

- 1- 3 sets of white monogrammed linen tablecloths with matching napkins for 12.
- 2- 3 multiple pronged ornate candelabras with a month's supply of candles each.
- 3- One candle snuffer.
- 4- Service for 12 of fine Thivin china, a simple but elegant monogrammed set would work nicely. Make sure it has a wooden case and adequate packing material.
- 5- 3 large vases for fresh flowers
- 6- Matching monogrammed serving china with metal serving utensils
- 7- A complete metal utensil set for 12 including salad fork, soup spoon and butter knife, we are not barbarians!
- 8- Crystal tankards for 12, follow the monogrammed theme with these as well, it will pull the table together nicely. Be sure to get that packing material.
- 9- Crystal goblets for 12, monogramming these would be extravagant, but do remember the packing material.
- 10- Crystal juice/ old-fashioned glasses, set of 12. Yet another packing case.
- 11- Name plates, have them pre engraved so you can alter the seating arrangements to suit your conversational mood.

A final note on choosing your beasts of burden: As you can see, it does take a significant amount of forethought to planning a proper expedition, and the same careful thought should go into your mode of transportation. There are many means of travel out there and it will all depend on your final destination which mode would be best for you. If you have to travel by ship first, the best thing to do would be to buy beasts and hire a beaster on the far end. If you are staying on your own continent and are proficient at talmaron riding, you can send your Aides, goods and servants on ahead via thombo or bochigon, or in some rare cases, lothern and meet them at a pre-designated spot. It is pleasant indeed upon arrival to find your camp set up, the immediate area scoured of pesky vermin, and good smells coming from the field kitchen.

I do not consider lothern to be a beast of choice because of their dramatic reaction to scragger, which usually breaks all of your fine and crystal, or could cause you the bother of having to replace a servant mid-trip. I lean heavily to the bochigon, myself. This massive beast keeps you far enough off the ground that most vermin can't reach you while traveling, affords you a spectacular view, and seats twelve comfortably. In addition, three bochigon should be sufficient: one for your gear, one for your aides and servants, and one for yourself and your guests. Although the smell of any transport beast is an assault to the senses, a little forethought on your part can save your delicate nasal passages by requesting the beaster bring along thombo perfume. If you do decide to travel by bochigon, be sure to allow the beaster sufficient funds to purchase four pounds of dried kayedi flowers per day per beast. This bochigon treat inspires them from the inside out into ignoring their natural stubbornness and doing as they're told. A paltry sum buys a month's supply anywhere bochigon are sold.

So there you have it. Proper outfitting is not in the least difficult with a little help from yours truly, Winston Humbert III. An expedition worthy of royalty, Kesht or Keshtia awaits you. If you happen across me in your travels, please be kind enough to call for a spot of tea. I would love to hear all of the details from your latest.... Expedition!



Be sure to look in next month's issue for the exciting conclusion of Expedition! This article will be entitled "Expedition! How to Live to Tell the Tale".

Until next time, I'm Winston Humbert, III, hoping to find you in my Danstead Travels. ✕

A STARTLING SECOND LOOK AT CROID

As I walk down the muddy trails of D'Obreth's Lairn to the bovine barns I note the neat and clean animal pens and the sense of order that must be strictly enforced by the cows' caretaker. I haven't come here seeking advice on how to take care of cows, few of us have ever seen one, let alone have one to care for. I am here seeking a more pressing question; a question that comes more readily to mind since meeting a Croid at the slave pits in Kithaq. I quietly enter the barn and hear a low but happy humming coming from one of the stalls. The cow waste is being shoveled out in huge clumps. Ducking a fresh load of manure I greet my interviewee and we walk out back to talk. His supervisor is there waiting for us, ready to join in the conversation as a translator. We lean on the fence watching the cows chew their feed.

Q (Winston Humbert III, DT): "So tell me, is a Croid just another one of the guys?" He eyes me strangely and pulls a slight face.

A (Dent, Lerrin worker): "Lerrin worker Dent... good work." He ought to know. He's the Croid I met at the slave pits in Kithaq.

Q: "Are all Croid bad or good?"

A: "Lerrin worker Dent... good work." His boss, renowned Field Iscin Dharwin Tanketta, smiles and nods slowly in agreement.

Q: "Why do think Croid are treated so bad by humans?"

A: "Stupid head!" I look to Dharwin for a translation. Dharwin shrugs, smiles, nods and replies, "Stupid head!"

Q: "Dent are you paid well for working on the lerrin?"

A: "Dent tame dangerous cow-animal. Clean lerrin house. Big moon day get pay."

Q: "Does Dent like working with cows?"

A: "Croid animal happy. Dent happy." I look to Dharwin and ask my next question of him.

Q: "Dharwin, what quality job does Dent do here on the lerrin? Is he a dedicated employee?"

A (Dharwin Tanketta, renowned Field Iscin): "Dent does remarkably well caring for all the farm animals here on lerrin, D'Obreth. He's a real asset ensuring the animals' safety after dark. Dent shows a special aptitude and genuine affection towards the cows. Dent mistakenly believes that cows and Croid are somehow related. I don't labor the point."

Q: Turning back to Dent. "Are you happy here, Dent?"

A (Dent, Lerrin worker): "Lerrin boss good, lerrin work good, pay Dent good."



Q: "Dent, does anyone else help you clean the lerrin house?"

A: "Yes. Bhooden shovel. Doj-Tom shovel. Dent haul Croid animal food, Dent haul food noisy animal, mean animal, dig animal, scary face animal." I look to Dharwin for a translation of Dent's list of animals.

A (Dharwin Tanketta): "Well, Dent works with two other farm hands, Bhooden and Tom. Dent feeds ducks, chickens, pigs, sheep and goats. It's a little touch and go with the sheep and goats. He doesn't like their eyes, he says they have mean eyes." He laughs. I try to imagine a nine-foot tall bruiser like Dent being scared of a furry little sheep. I can't. "A goat head butting a Croid is not a happy sight." He smiles.

Q: "Dharwin, would you recommend to any of my readers to employ a hard working Croid such as Dent?"

A (DT): "Sure. Though language is a problem. Dent is very special to all of us."

Q: "Dent can all Croid learn Entren as you have?"

A (Dent): "Yes... stupid head."

Q: "As I understand it, most Croid prefer to live alone, do you think that's why there's such a language problem?"

A (Dent): "*Growl*... stupid head."

Q: "Dent, if someone wanted to learn to speak Croid what do you think is the best way?"

A (Dent): "Shovel lerrin house." It was obvious he was cordially inviting my readers to come and learn directly from him by working side by side and shoulder to shoulder.

Q: "Any final words, Dent?"

A (Dent): "Dent like hat." Being the gentleman that I am, I offered it as a gift of friendship. A friendship I am sure will continue to flourish as the years pass us by.

I have known Dent for three years now, since we first bought his freedom from the slave pits and paid him as an equal in our traveling party. He has saved this writer's life more than once, and it does my heart good to see him as happy as he obviously is working as a lerrin hand with Dharwin. Someday I am hoping to buy him a cow of his very own as a token of esteem from his very good friend Winston.

I hope when you read this article, each of you will look at all Croid differently. Not only are they hard working and incredibly strong, they are also intelligent and loyal. Although the old saying has remained true, it never pays to argue with a Croid, Dent has shown us there is more to a Croid than just his fight. I sincerely hope he enjoys the hat.

I'm Winston Humbert, III signing off for now, hoping to see you in my Danstead Travels. ✂



TAKING THE SCREECH OUT OF TARRO: IT'S WHAT'S FOR DINNER

By: Dithers McWholl, Culinary Correspondent

Easily acquired all over Jorune is the humble tarro. A long time family favorite, tarro has been brought to new heights by chefs from Sharden to Temauntro, Jasp to Drail and all points in between. Tarro has long been valued for its versatile, delicate flavor and satisfyingly chewy texture. Stiff-backed tarro imported from Dobre are all the rage of late in upscale eateries catering to Kesht and other wealthy clients Jorune-wide.

“The stiff-backed tarro are tender when braised and have an indescribably delicious tang when used in conjunction with sweet and sour sauces,” Says chef Dhar Howell, of the Ardothian elite enclap Doebis, just off Ardoth’s financial district. Doebis is the leading importer of Dobre tarro in Burdoth. “The sailors are always happy enough to be rid of them by the time they arrive,” he quips. Stiff-backed tarro are known for their unholy screeching which is far worse on the ears than the native Burdothian species. Through a special permit from the Dharsage, Howell imports the wailing cargo straight to the slaughter and skinning house, where those shrieks are silenced for good.

Head chef Dhar Howell offers these helpful open-pit cooking tips for all wanna-be chefs:

1. Always use a sauce. Or a baste, rub, or mop. No one likes naked tarro. Dress him up! It really doesn’t matter what you use, people will always compliment you on your sauce. Malmis diluted with water and mixed with baliim sugars is surprisingly good all by itself.
2. Never ask: “How would you like yours cooked?” You have no control over the outcome, and you know it. If there are any complaints about raw and/or burnt meat, just look shocked and offended and say, “That’s the way (insert name of Kesht/ Kim/ Famous Crugar opera singer) always has it.”
3. Never try to grill anything you can’t heft with both hands. Using a bochigon for heavy lifting is simply no good around open flame. Trust me on this.
4. Make sure your role in the kitchen is understood. You are the head chef. It’s the job of the staff to make soups, salads and appetizers, bend and fetch, and generally provide for your entertainment. The chef’s job is to cook six small pieces of marinated tarro. Period.
5. Do not use collas bottom slug oil to start the fire. Sure, it’s flammable, but so are your eyebrows!
6. Never julienne durlig before grilling. Just trust me on this.
7. Be vague about your timing. You have no idea when things are going to be ready, so don’t go creating unreasonable expectations. “Oh I expect it will be ready between Ebba on high and Shal declining in the (pick a cardinal direction)...” If Iscin astronomers are present, use different verbage.
8. Tenderize your meat. Simply throwing their little tarro corpses on the fire may be immensely satisfying, but you will definitely taste the difference... and if the little bugger gave you a hard time in the slaughter and skinning house... there’s a certain satisfaction in tenderizing it again! I use a four pound mallet, myself; yup, succulent every time!
9. Be modest. When at last you finally treat your guests to the charred bits of tarro haunch that you’ve pried up from a gummed up grill with hands made shaky by two whole pitchers of rusper, you can reasonably expect some comments. Remember that the noble spirit always shares the credit. Just don’t use my name.

**Chef Dhar Howell's Signature Grilled Tarro Ribs with Rusper- Dosoi Pichi Sauce:**

4 medium stiff-backed tarro
1 tbsp cooking oil
2 bunches of Cavaris green onions, chopped
2 cups chopped Cavaris white onions
8 large cloves of Cavaris garlic, chopped
2 cups packed baliim sugar
2 cups red Laindin red vine apple pressings
1 cup wholegrain Dosoi Pichi spice
1 cup water
1 ½ cups imported Scolian Rusper

Heat oil in heavy, large pot over medium-low heat. Add Cavaris green onions, Cavaris white onions and Cavaris garlic and sauté until tender, about 15 minutes. Mix in all remaining ingredients, adding rusper last. Simmer sauce until thick and reduce to 1 cup, stirring occasionally. Season to taste.

Prepare tarro, remove head and skin as normal. Remove rib sections and set aside the rest. Beat thoroughly until tender with a four pound chef's mallet. Cut rib racks into 4-6 rib sections. Arrange ribs on grill over the pit. Grill until meat is tender, occasionally turning tarro with tongs, about 40 minutes. Using tongs, transfer tarro back to work surface. Cut rib sections between the bones into individual riblets. Arrange on clean work surface, brush ribs with sauce prepared earlier. Return ribs to grill. Grill until brown and crisp on edges, brushing with more sauce and turning occasionally, about 10 minutes. Serve ribs with warm sauce, steamed baby durlig rounds, and plentiful rusper. Be sure to have plenty of moistened hand cloths at the ready!

Taking the screech out of tarro is finger-licking good! ✕